GAMER
SECRET of MANA
SECRET of MANA
15th March 2026
Franchise Special

SECRET OF MANIA

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TIME LINE

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SECRET OF MANIA

FINAL FANTASY ADVENTURE 1991

"FINAL FANTASY ADVENTURE," RELEASED IN 1991 FOR THE GAME BOY, IS A SIGNIFICANT TITLE IN SQUARE'S HISTORY, THOUGH ITS WESTERN TITLE CAN BE A BIT MISLEADING.

IN JAPAN, IT WAS KNOWN AS SEIKEN DENSETSU: FINAL FANTASY GAIDEN, AND IT IS ACTUALLY THE VERY FIRST GAME IN WHAT WOULD BECOME THE BELOVED MANA SERIES KNOWN FOR SECRET OF MANA.

SECRET OF MANIA GAMER

FINAL FANTASY ADVENTURE 1991

FINAL FANTASY ADVENTURE

FINAL FANTASY ADVENTURE

IN EUROPE, IT WAS CONFUSINGLY RELEASED AS MYSTIC QUEST.

THE STORY FOLLOWS A YOUNG HERO, A GLADIATOR (OR SLAVE, DEPENDING ON THE VERSION) WHO ESCAPES FROM THE VILLAINOUS DARK LORD OF GLAIVE'S ARENA.

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FINAL FANTASY ADVENTURE 1991

FINAL FANTASY ADVENTURE

HIS QUEST QUICKLY INTERTWINES WITH A MYSTERIOUS HEROINE WHO POSSESSES A SPECIAL PENDANT, AND THE ULTIMATE GOAL BECOMES TO PROTECT THE TREE OF MANA FROM BEING DESTROYED BY THE DARK LORD AND HIS SORCERER ASSISTANT, JULIUS.

THE STORY IS SURPRISINGLY DARK AND MELANCHOLIC FOR ITS TIME AND PLATFORM, FEATURING THEMES OF LOSS AND DESTINY.

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FINAL FANTASY ADVENTURE 1991

FINAL FANTASY ADVENTURE

UNLIKE THE TURN-BASED COMBAT OF THE MAIN FINAL FANTASY SERIES AT THE TIME, FINAL FANTASY ADVENTURE FEATURES REAL-TIME ACTION COMBAT FROM A TOP-DOWN PERSPECTIVE DRAWING CLEAR INSPIRATION FROM NINTENDO'S *THE LEGEND OF ZELDA.

PLAYERS DIRECTLY CONTROL THE HERO, SWINGING HIS WEAPON AT ENEMIES.

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FINAL FANTASY ADVENTURE 1991

DESPITE ITS ACTION FOCUS, IT RETAINS CORE ROLE PLAYING GAME ELEMENTS.

THE HERO GAINS EXPERIENCE POINTS FROM DEFEATING ENEMIES, LEVELS UP, AND PLAYERS CAN THEN CUSTOMIZE HIS STATS (POWER, WISDOM, STAMINA, WILL) TO SUIT THEIR PLAY STYLE, LEADING TO DIFFERENT CHARACTER BUILDS.

THE GAME BOASTS A LARGE ARSENAL OF WEAPONS, EACH WITH UNIQUE PROPERTIES.

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FINAL FANTASY ADVENTURE 1991

BEYOND JUST COMBAT, MANY WEAPONS SERVE AS TOOLS FOR ENVIRONMENTAL PUZZLES.

FOR EXAMPLE, AN AXE CAN CHOP DOWN TREES, A CHAIN CAN LATCH ONTO POLES TO CROSS GAPS, AND A MORNING STAR CAN BREAK BOULDERS.

THIS ADDS A LAYER OF DEPTH TO EXPLORATION.

MAGIC SPELLS ARE LEARNED AND USED FOR BOTH OFFENSIVE AND DEFENSIVE PURPOSES, DRAWING FROM A MAGIC POINT (MP) POOL.

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FINAL FANTASY ADVENTURE 1991

THE HERO IS OCCASIONALLY JOINED BY VARIOUS NON-PLAYABLE CHARACTERS WHO ASSIST HIM IN BATTLE OR WITH SPECIFIC PUZZLES, ADDING A DYNAMIC ELEMENT TO THE PARTY.

THE GAME FEATURES A LARGE, INTERCONNECTED OVER WORLD MAP CONSISTING OF MANY SCREENS, DOTTED WITH TOWNS, SHOPS, AND DUNGEONS.

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FINAL FANTASY ADVENTURE
1991

DUNGEONS ARE TYPICALLY FILLED WITH MONSTERS AND ENVIRONMENTAL PUZZLES THAT REQUIRE THE RIGHT WEAPON-TOOLS TO OVERCOME.

A NOTABLE QUALITY-OF-LIFE FEATURE FOR ITS TIME, THE GAME ALLOWS PLAYERS TO SAVE THEIR PROGRESS ALMOST ANYWHERE ON THE MAP.

SECRET OF MANIA

FINAL FANTASY ADVENTURE 1991

THE GAME FEATURES DETAILED MONOCHROME PIXEL ART THAT PUSHES THE CAPABILITIES OF THE ORIGINAL GAME BOY.

CHARACTER SPRITES ARE EXPRESSIVE, AND ENVIRONMENTS ARE WELL-RENDERED FOR THE HARDWARE.

THE MUSIC, COMPOSED BY KENJI ITO, IS HIGHLY REGARDED AND SET A DISTINCTIVE TONE FOR THE MANA SERIES.

SECRET OF MANIA GAMER

FINAL FANTASY ADVENTURE 1991

FINAL FANTASY ADVENTURE" WAS MET WITH GENERALLY POSITIVE REVIEWS UPON ITS RELEASE.

CRITICS PRAISED ITS INNOVATIVE BLEND OF ACTION AND ROLE PLAYING GAME ELEMENTS, ITS ENGAGING STORY, AND ITS DEPTH FOR A HANDHELD TITLE.

IT'S OFTEN CITED AS ONE OF THE BEST GAMES ON THE GAME BOY.

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FINAL FANTASY ADVENTURE 1991

ITS TRUE LEGACY, HOWEVER, LIES IN BEING THE GENESIS OF THE BELOVED MANA SERIES.

IT LAID THE GROUNDWORK FOR FUTURE CLASSICS LIKE SECRET OF MANA ON THE SUPER NINTENDO, ESTABLISHING MANY OF THE CORE GAMEPLAY AND THEMATIC ELEMENTS THAT WOULD DEFINE THE FRANCHISE.

THE GAME WAS LATER REMADE TWICE: FIRST AS "SWORD OF MANA" FOR THE GAME BOY ADVANCE IN 2003.

SECRET OF MANIA

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FINAL FANTASY ADVENTURE 1991

AND THEN WAS RELEASED AS ADVENTURES OF MANA" IN 2016 FOR IOS, ANDROID, AND PLAYSTATION VITA, SHOWCASING ITS LASTING APPEAL AND IMPORTANCE.

SECRET OF MANIA

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SECRET OF MANA 1993

"Secret of Mana," released in 1993 for the Super Nintendo Entertainment System (SNES), is a landmark action Role Playing Game from Square (now Square Enix).

Known in Japan as Seiken Densetsu 2, it is the second installment in the Mana series and is widely celebrated for its innovative real-time combat, expansive world, and groundbreaking cooperative multiplayer.

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SECRET OF MANA 1993

The game is set in a high-fantasy world where the elemental life force, Mana, has been diminishing since an ancient war.

A young boy named Randi (though he's unnamed in the original SNES version and can be named by the player) lives in the secluded village of Potos.

His adventure begins when he falls into a waterfall basin and discovers the legendary Mana Sword, stuck in a stone.

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SECRET OF MANA 1993

Pulling the sword out inadvertently releases monsters upon his village, leading to his exile.

Randi soon teams up with Primm, a headstrong girl searching for her kidnapped boyfriend Dyluck, and Popoi, an amnesiac sprite.

Their journey evolves into an epic quest to prevent an evil Empire from resurrecting the ancient Mana Fortress, an ultimate weapon that nearly destroyed the world in the past.

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SECRET OF MANA 1993

To do this, they must restore the power of the Mana Sword by finding the eight Mana Seeds hidden across the world and enlist the aid of elemental spirits.

"Secret of Mana" features dynamic, real-time combat. Players directly control their character, swinging weapons at enemies.

SECRET of MANA

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SECRET OF MANA 1993

A "power bar" fills up after each attack; attacking when the bar is full deals maximum damage, encouraging strategic timing rather than button mashing.

This was a revolutionary feature for its time.

Up to three players could play simultaneously, each controlling one of the main characters (Randi, Primm, and Popoi) using the SNES Super Multitap accessory.

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SECRET OF MANA 1993

This fostered a truly cooperative experience in an Role Playing Game, where players had to coordinate their attacks, magic, and movements.

Even in single-player, the other two characters are controlled by customizable AI.

A highly intuitive and iconic menu system.

Pressing a button brings up a circular "Ring Command" menu that hovers over the active character, pausing the action.

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SECRET OF MANA 1993

Players can then quickly select weapons, items, spells, or check stats, making inventory management fluid and less disruptive than traditional full-screen menus.

The party can wield swords, spears, bows, axes, boomerangs, gloves, whips, and javelins.

Each weapon has a different range, attack pattern, and often a utility use (e.g., the Axe can destroy barriers, the Whip can cross gaps).

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SECRET OF MANA 1993

Weapons can be upgraded by finding Mana Orbs and gain special charge attacks as their skill levels increase through use.

Primm and Popoi learn magic spells by rescuing various elemental spirits.

Magic has different skill levels that increase with use, making spells more powerful.

All three characters gain experience points simultaneously.

SECRET OF MANIA

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SECRET OF MANA 1993

Players can switch control between the three characters at any time, allowing for strategic use of their unique strengths (Randi is a physical attacker, Primm focuses on healing and support magic, Popoi specializes in offensive magic).

The game features a large over world map filled with diverse environments, towns, and dungeons.

SECRET OF MANIA

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SECRET OF MANA 1993

Travel is initially done on foot, later via "Cannon Travel Centers" which launch the party to distant locations, and eventually by riding Flammie, a flying dragon that allows for free traversal of the entire world map.

"Secret of Mana" is renowned for its vibrant, colorful 16-bit pixel art graphics.

Character sprites are expressive, and environments are richly detailed, pushing the capabilities of the SNES.

SECRET OF MANIA

SECRET OF MANA 1993

The soundtrack, composed by Hiroki Kikuta, is legendary.

Its distinct blend of orchestral, ethnic, and electronic sounds creates a unique and highly memorable atmosphere that perfectly complements the game's fantastical world and emotional moments.

Secret of Mana received widespread critical acclaim upon its release.

SECRET OF MANIA

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SECRET OF MANA 1993

Secret of mana`s groundbreaking real-time combat, its innovative multiplayer, with it`s stunning graphics, and its beautiful, unforgettable soundtrack.

It's consistently ranked among the greatest SNES games and one of the most influential Role Player Games of all time.

Its impact on the action Role Playing Game genre is significant, influencing many games that followed.

SECRET OF MANIA

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SECRET OF MANA 1993

It solidified the unique identity of the "Mana" series, distinguishing itself from the main Final Fantasy line.

The game has been re-released on various platforms, including Virtual Console, mobile devices (iOS/Android), and as part of the *Collection of Mana* on Nintendo Switch.

SECRET OF MANIA

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SECRET OF MANA 1993

A full 3D remake was released in 2018 for PlayStation 4, PlayStation Vita, and PC.

SECRET of MANA®

Despite some mixed reception for the 3D remake, the original SNES version remains a beloved classic.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

"Trials of Mana," originally released in 1995 for the Super Famicom (the Japanese SNES) as Seiken Densetsu 3, is a highly ambitious and revered action Role Playing Game by Square.

For many years, it was a legendary "lost" game for Western audiences, only playable through fan translations, until its official English release as part of the Collection of Mana in 2019 and a full 3D remake in 2020.

SECRET OF MANIA

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TRIALS OF MANA 1995

This was one of the game's most revolutionary features.

Instead of a fixed protagonist, Trials of Mana allows players to choose three heroes from a cast of six unique characters at the beginning of the game.

TRIALS OF MANA 1995

The character chosen as the main protagonist determines the overall storyline and the final boss, leading to high replayability with three distinct main plots.

The other two chosen characters join the party later, and their personal side stories are also woven into the main story.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

The overarching plot involves stopping various antagonists from unleashing the eight Benevodons (God-Beasts) and destroying the Mana Tree, which guards the world's life force.

Building upon "Secret of Mana," combat is real-time from a top-down perspective.

Players control one character directly, while the other two are managed by customizable AI, which can be given tactical commands.

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TRIALS OF MANA 1995

The combat system was refined from "Secret of Mana," offering smoother attacks, improved hit detection, and a more robust "Tech Gauge" for unleashing powerful special attacks (Class

This is arguably the deepest aspect of the game.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

At certain level thresholds (Level 18 and Level 38), players can choose to class change their characters.

Each character has branching "Light" and "Dark" paths for their first class change, leading to very different abilities and stats.

Then, at Level 38, another choice occurs, resulting in a total of six final classes per character.

SECRET OF MANIA

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TRIALS OF MANA 1995

The innovative ring menu from "Secret of Mana" returns, allowing for quick access to items, spells, and equipment during combat.

The game features a dynamic day/night cycle that affects monster spawns.

Elemental spirits are found throughout the world, granting party members access to powerful magic spells, which also level up with use.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

Players can traverse the expansive world on foot, by cannon, or eventually by riding the iconic dragon Flammie for aerial exploration.

The visual quality was a significant step up from its predecessor.

Upon its initial Japanese release, Seiken Densetsu 3 was highly praised for its ambition, replayability, deep class system, and stunning presentation.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

*** Its long-awaited official English localization as "Trials of Mana" in 2019 (as part of the *Collection of Mana* on Switch, PS4, PC) finally allowed Western audiences to experience this masterpiece.**

It quickly gained immense popularity and is often cited by fans as a contender for the best Role Playing Game on the SNES.

SECRET OF MANIA GAMER

TRIALS OF MANA 1995

The game's unique character selection and class system, combined with its engaging real-time combat, made it a highly influential title.

Its legacy was further cemented with the release of the full 3D remake of "Trials of Mana" in 2020, which re-imagined the game for modern platforms.

SECRET OF MANIA

LEGEND OF MANA 1999

"Legend of Mana," released in 1999 for the PlayStation, stands as a unique and often polarizing entry in Square's (now Square Enix) Mana series.

Known in Japan as Seiken Densetsu: Legend of Mana, it notably diverged from the more linear, epic narratives of its predecessors like "Secret of Mana" and "Trials of Mana," opting for a highly unconventional, open-ended, and artistic approach.

This is "Legend of Mana"'s defining feature.

The game begins on an empty world map.

SECRET OF MANIA

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LEGEND OF MANA
1999

Players restore the world of Fa'Diel by placing "Artifacts" onto the map.

Each Artifact transforms into a new "Land" (a dungeon, town, or area).

The order and placement of these Lands on the map influences their elemental properties, enemy types, and the events (quests) that become available.

This highly experimental system offers immense freedom but can also be overwhelming, as there's no clear linear path.

SECRET OF MANIA

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LEGEND OF MANA 1999

Instead of one overarching story, "Legend of Mana" presents numerous smaller, independent story-lines or "events" (quests).

These events are often whimsical, philosophical, or melancholic, focusing on the various inhabitants of Fa'Diel.

The overall theme often revolves around "love" in its many forms and consequences, as well as desire and memory.

Players choose between a male or female silent protagonist (Hero or Heroine) who acts as an observer and participant in the many vignettes of the world.

SECRET OF MANIA

LEGEND OF MANA 1999

Combat is real-time and action-oriented, similar to previous Mana titles.

Players directly control their character, performing light and heavy attacks.

A wide array of weapons are available including swords, axes, knives, staves, bows, flails, knuckles.

The player can be joined by an AI-controlled human companion.

Players can gather materials from enemies and the environment and use them to forge better weapons and armor, enhancing their stats and imbuing them with elemental properties.

SECRET OF MANIA

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LEGEND OF MANA 1999

Legend of Mana" received mixed to positive reviews upon its initial release.

Despite its initial mixed reception, it has garnered a strong cult following over the years.

Many have come to appreciate its unique experimental nature, its artistic ambition, and its deep crafting systems.

It's often viewed as an experimental entry that pushed the boundaries of Role Playing Game design.

In June 2021, a remastered version of "Legend of Mana"was released for Nintendo Switch, PlayStation 4, and PC.

SECRET OF MANIA

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SWORD OF MANA 2003

"Sword of Mana," released in 2003 for the Game Boy Advance, is an enhanced remake of the very first game in the Mana series, originally known as Final Fantasy Adventure or Mystic Quest in Europe on the Game Boy in 1991.

While it aimed to modernize the classic, it also introduced significant changes that differentiated it from the original.

Remake of "Final Fantasy Adventure": At its core, "Sword of Mana" retells the story of the 1991 Game Boy title.

Spells are linked to different elements and can be used for offense, defense, or healing.

SECRET OF MANIA GAMER

SWORD OF MANA 2003

It follows a young hero (a gladiator/slave) and a mysterious heroine who is a descendant of the Mana Clan, as they seek to protect the Tree of Mana from the villainous Dark Lord and the sorcerer Julius.

Like its predecessors in the Mana series, "Sword of Mana" is an action Role Plying Game where combat occurs in real-time on the field.

Players directly control their chosen character, using a variety of weapons and magic.

SECRET OF MANIA

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SWORD OF MANA 2003

The game was significantly updated compared to the original Game Boy title.

It boasts a vibrant, colorful 2D pixel art style that draws heavily from the visual aesthetics of "Secret of Mana" and "Trials of Mana," rather than the monochrome look of Final Fantasy Adventure.

Sword of Mana received generally positive to mixed reviews.

SECRET OF MANIA

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CHILDREN OF MANA 2006

"Children of Mana," released in 2006 for the Nintendo DS, was the first Mana series title developed directly for Nintendo's dual-screen handheld.

It marked a significant departure in gameplay focus from its console predecessors like "Secret of Mana" and "Trials of Mana," moving towards a more dungeon-crawling, loot-focused action Role Playing Game experience.

The game is set on the world of Fa'Diel, long after a catastrophic event known as the "Great Disaster" occurred at the foot of the Tree of Mana, destroying the Mana Village.

SECRET OF MANIA

GAMER

CHILDREN OF MANA 2006

The story begins in the newly rebuilt Mana Village, where a group of young orphans, survivors of the Great Disaster, live.

They sense a growing darkness threatening the world and decide to become "Seekers," adventurers who delve into various "dungeons" (called "Dews") to find the cause of the returning evil and restore balance to Mana.

The story is somewhat lighter in tone compared to some earlier Mana games and is structured around a series of independent quests tied to different areas.

SECRET OF MANIA GAMER

CHILDREN OF MANA 2006

Players can choose from four distinct protagonists, each with their own weapon specialty and brief backstory, Flick: A swordsman, Tumble: A brawler (knuckles) Poppen: An archer (bows) and Mochida: A lancer (spears).

The chosen character's weapon specialty influences their combat style, but all characters can wield all weapon types, though with varying proficiency.

The core gameplay loop revolves around entering various "Dews" (dungeons) that are generated from mystical Gleamstones.

SECRET OF MANIA

CHILDREN OF MANA 2006

Each Dew is a multi-floor dungeon filled with enemies, traps, and puzzles, culminating in a boss battle.

Combat is real-time and action-oriented, from a top-down perspective.

Players control their character directly, attacking enemies with equipped weapons.

Attacks can be chained together for continuous damage

The game utilized a mix of cel-shaded 3D environments and vibrant 2D character sprites, giving it a bright and colorful look fitting for the DS.

SECRET OF MANIA

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CHILDREN OF MANA 2006

"Children of Mana" received **mixed to positive reviews.

Despite being somewhat divisive among long-time fans, "Children of Mana" served as a bridge, keeping the series alive on handhelds and experimenting with new gameplay directions, paving the way for future handheld Mana titles like "Dawn of Mana and Heroes of Mana.

FRIENDS OF MANA 2007

Friends of Mana Seiken Densetsu Furenzu obu Mana) was an online role-playing game for mobile phones.

Released exclusively in Japan, the game was eventually terminated on February 28, 2011.

SECRET OF MANIA GAMER

DAWN OF MANA 2007

"Dawn of Mana," originally released in December 2006 in Japan and then in **May 2007 in North America for the PlayStation 2, was a highly ambitious but ultimately divisive entry in the Mana series.

It was the first mainline Mana game to be fully rendered in 3D and significantly shifted the series' traditional action Role Playing Games formula towards a more pure action-adventure style with a strong emphasis on physics-based combat.

The game serves as a prequel to the entire Mana series, exploring the origins of the Mana Tree and the Sword of Mana.

SECRET OF MANIA GAMER

DAWN OF MANA 2007

It begins on the idyllic island of Illusia, where the giant Mana Tree resides.

The protagonist, a young knight named Keldric and his friend, the Mana Maiden Ritzia, find themselves embroiled in a conflict with King Stroud of Lorimar.

Stroud seeks to unleash a destructive force to attain power.

Keldric's quest involves protecting Ritzia, unraveling ancient mysteries, and confronting the forces that threaten to corrupt the Mana Tree and plunge the world into darkness.

SECRET OF MANIA GAMER

DAWN OF MANA 2007

This was the biggest change for the series.

Players navigate a fully 3D environment, controlling Keldric directly.

The gameplay shifts away from traditional Role Playing Game leveling and inventory management, focusing more on environmental interaction and combat.

This was central to its unique combat system. Keldric's main weapon is a vine-like extension from his arm (infused with Mana Tree power), which can transform into a sword, a whip, or a slingshot.

SECRET OF MANIA GAMER

DAWN OF MANA 2007

The core combat loop involved startling enemies by throwing objects at them, slamming them into other enemies, or using elemental attacks.

Panicked enemies become vulnerable, allowing Keldric to deal more damage and collect "medals" (which provide temporary stat boosts within a chapter).

Keldric could grab and throw almost any object or even smaller enemies in the environment.

This mechanic was crucial for creating panic and solving environmental puzzles.fault with the gameplay.

SECRET OF MANIA

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DAWN OF MANA 2007

"Dawn of Mana" received **mixed to negative reviews**.

While its graphics and music was beautiful.

Many found the controls imprecise, especially with the physics-based throwing and whipping mechanics, leading to frustration.

The camera was also frequently cited as problematic.

SECRET OF MANIA GAMER

HEROES OF MANA 2007

"Heroes of Mana," released in August 2007 for the Nintendo DS, was a significant and somewhat experimental departure for the Mana series.

Unlike its action Role Playing Game predecessors, "Heroes of Mana" was a real-time strategy game, bringing the fantastical world of Fa'Diel into a new genre.

SECRET OF MANIA

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HEROES OF MANA 2007

The game serves as a prequel to "Trials of Mana" (Seiken Densetsu 3) and takes place roughly a decade before those events.

It follows the adventures of Rosiulo a young captain of the Mana Army's Investigation Unit.

He and his squad are tasked with investigating strange occurrences around the continent.

Their mission soon intertwines with a grand conspiracy involving the invading Kingdom of Navarre and the mysterious Faerie, aiming to uncover ancient secrets that could threaten the entire world of Mana.

SECRET OF MANIA GAMER

HEROES OF MANA 2007

Players control Rosiulo and his small army of various units soldiers, mages, archers.

The core gameplay involves constructing buildings at designated spots on the map, producing units, gathering resources (via units called "Recruiters"), and commanding them in real-time battles.

Players would drag boxes to select units, tap on the map to issue movement orders, and use various touch gestures for special abilities.

The top screen typically displayed the main action, while the bottom screen served as the command interface and map.

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HEROES OF MANA 2007

Mana Power is the primary resource used for building units and structures, and for casting powerful spells.

Each hero character has unique skills or "Class Strikes" that can turn the tide of battle, often activated by charging up a gauge.

The game is divided into a series of missions or battles.

Each mission has specific objectives, such as destroying enemy bases, protecting key units, or collecting certain items.

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HEROES OF MANA 2007

"Heroes of Mana" received mixed reviews.

Critics appreciated Square Enix's attempt to innovate and expand the Mana universe into a new genre, and some praised its charming presentation and the effort put into the story.

The touch-screen heavy controls were sometimes found to be imprecise or cumbersome, especially in frantic battles.

Compared to more established PC Real Time strategy games, "Heroes of Mana" was seen as somewhat simplistic, lacking the depth and complexity that genre fans might expect.

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HEROES OF MANA 2007

"Heroes of Mana" is remembered as an interesting but not entirely successful experiment for the Mana series.

While it demonstrated the series' willingness to diversify, it didn't achieve the same critical or commercial success as its action Role Playing Game counterparts.

It remains a more obscure entry in the franchise, primarily of interest to dedicated Mana fans or RTS enthusiasts curious about Square Enix's venture into the genre.

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CIRCLE OF MANA 2013

Circle of Mana is a card-based Role Playing Game released on March 5, 2013.

Overview

Circle of Mana combined elements from various games within the Mana series, including Secret of Mana, Seiken Densetsu 3, and Dawn of Mana.

It was primarily targeted at online social gaming audiences and provided a unique blend of card collection and Role Playing Game mechanics.

The game ran until September 30, 2015, when the service was discontinued.

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CIRCLE OF MANA 2013

Card Collection: Players collected cards representing characters, items, and spells to battle against AI opponents.

The cards could evolve, improving their stats and changing gameplay dynamics.

Multiplayer Mode: The game featured a competitive multiplayer experience known as the Colosseum, where players could challenge others, adding a social element to the gameplay.

Class Changes: Character cards in the game had the ability to "class change," which allowed players to access new abilities and strategies during battles.

SECRET OF MANIA

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CIRCLE OF MANA 2013

The game's story revolved around saving the Mana Tree, which was crucial for maintaining balance in the world.

Players embarked on a quest to stop a mysterious force that was weakening this vital source of mana, leading to the emergence of various monsters across the land.

The game, while popular among some fans of the series, faced challenges in sustaining a long-term player base, which contributed to its eventual retirement in 2015.

This game exemplified the efforts of Square Enix to adapt the beloved Mana franchise to mobile and social gaming formats

SECRET OF MANIA

RISE OF MANA 2014

"Rise of Mana," released in 2014 for iOS and Android, and later in 2015 for PlayStation Vita, was a free-to-play action Role Playing Game developed by Goshow and published by Square Enix.

It was a mobile-first entry in the Mana series and, like "Circle of Mana," was primarily aimed at the Japanese market and has since been discontinued.

The story focuses on two protagonists – an angel and a demon – who are cast down to the mortal world in the midst of an eternal battle in the spirit realm.

To survive, they are forced to share a single body.

Players can customize the gender and names of these characters.

Their journey involves confronting agents from both the angelic and demonic factions who seek to reclaim them, and understanding the mysterious "goddess of time," Folon.

SECRET OF MANIA

RISE OF MANA 2014

The unique premise of two beings sharing one body was a central theme.

Rise of Mana" featured real-time, action-oriented combat similar to earlier Mana titles.

Players navigate 3D battlefields, engaging enemies with direct attacks.

A key mechanic was the ability to switch between angelic and demonic forms during gameplay.

Each form offered different attack patterns and could also influence how non-player characters.

This added a layer of strategy to both combat and exploration.

Players could equip various weapons, and utilize a range of skills and abilities.

As a mobile game, it utilized a free-to-play model, which typically involves in-app purchases for things like premium currency, rare items, or speeding up progression.

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RISE OF MANA 2014

This was a significant departure from the traditional Mana console games.

The game supported multiplayer, allowing players to team up to tackle challenges, including large raid bosses.

After battles, players could unlock treasure chests containing items or new familiars.

There was a system for upgrading weapons and equipment, likely tied into the free-to-play economy.

"Rise of Mana" used 3D graphics, a continuation of the trend seen in "Dawn of Mana" and fitting for mobile platforms of the time.

The art style maintained a fantastical, whimsical feel characteristic of the Mana series.

"Rise of Mana" received generally positive reviews, particularly for a mobile game.

Many praised its graphics, story concept, and the action-based combat.

SECRET OF MANIA

GAMER

ADVENTURES OF MANA 2016

"Adventures of Mana," released in 2016, is a significant title for fans of the Mana series, as it's a full 3D remake of the very first game in the franchise, originally known as Final Fantasy Adventure (or Mystic Quest in Europe) on the Game Boy in 1991.

It was released worldwide for Android and iOS on February 4, 2016, with a PlayStation Vita version launching on the same date in Japan, and later on June 28, 2016, in North America, South America, and Europe.

SECRET OF MANIA GAMER

ADVENTURES OF MANA 2016

This remake aimed to celebrate the Mana series' 25th anniversary by bringing its origin story to modern handheld platforms.

Unlike the 2003 Game Boy Advance remake "Sword of Mana" which took some liberties with the original's story and mechanics, "Adventures of Mana" (2016) strives for a faithful recreation of the 1991 Game Boy original's content, puzzles, and progression, but presented with a completely new 3D engine.

SECRET OF MANIA

GAMER

ADVENTURES OF MANA 2016

The story remains true to the original.

Players follow the journey of a young hero, a gladiator forced to fight for the villainous Dark Lord of Glaive.

After escaping, he encounters a mysterious girl and learns of the impending threat to the Tree of Mana, the source of all life.

Their quest involves traveling across the land, confronting the Dark Lord and his sorcerous minion Julius, and ultimately striving to protect the sacred Tree.

SECRET OF MANIA

ADVENTURES OF MANA 2016

The core gameplay remains a top-down, real-time action Role Playing Game, heavily inspired by "The Legend of Zelda" series.

Players directly control the hero, swinging weapons and using spells in real-time combat.

While rendered in full 3D, the game largely retains the original's screen-by-screen, grid-based progression for its over-world and dungeons.

A wide variety of weapons are available, each serving both as a combat tool and a means to interact with the environment for puzzle-solving.

SECRET OF MANIA

GAMER

ADVENTURES OF MANA 2016

Spells are learned as the story progresses and are tied to elemental spirits.

They can be used for offensive attacks, healing.

Upon leveling up, players can choose to boost one of four stats (Power, Wisdom, Stamina, Will), allowing for some character specialization.

The iconic Ring Command menu, popularized by "Secret of Mana," is incorporated and adapted for touch screens, This allows for quick access to weapons, items, and spells without extensively pausing the action.

SECRET OF MANIA

ADVENTURES OF MANA 2016

The game features completely new 3D graphics, a significant visual overhaul from the original Game Boy's monochrome pixels.

While it lost the charming pixel art, it brought the classic adventure into a modern visual style for handhelds.

The music was beautifully rearranged and enhanced for the remake, while still retaining the original's memorable melodies.

An option to listen to the original Game Boy soundtrack was also included for purists.

"Adventures of Mana" received generally mixed to positive reviews.

SECRET OF MANIA GAMER

COLLECTION OF MANA 2017

"Collection of Mana" was originally released in Japan on June 1, 2017, for the Nintendo Switch under the title Seiken Densetsu Collection.

It later received a worldwide release on June 11, 2019, for the Nintendo Switch, under the name "Collection of Mana."

This compilation is significant because it bundles together the first three foundational games of the Mana series, offering them to a new generation of players and, crucially, providing the first official Western release of the third game.

SECRET OF MANIA

GAMER

COLLECTION OF MANA 2017

Games Included in the Collection of mana 2017

Final Fantasy Adventure (1991, Game Boy) The very first game in the series, known as Seiken Densetsu* in Japan and Mystic Quest in Europe.

This action Role Playing Game laid the groundwork for the Mana series.

Secret of Mana 1993, Super Nintendo Entertainment System.

The beloved second installment, renowned for its innovative real-time combat and cooperative multiplayer.

SECRET OF MANIA GAMER

COLLECTION OF MANA 2017

Trials of Mana (1995, Super Famicom) Originally released as Seiken Densetsu 3 and previously never officially released in the West until this collection.

This highly acclaimed title is known for its branching story-lines, character selection, and deep class system.

Debut of Trials of Mana This was the biggest draw for many long-time fans, finally getting to experience the full, officially localized version of Seiken Densetsu 3.

SECRET OF MANIA

COLLECTION OF MANA 2017

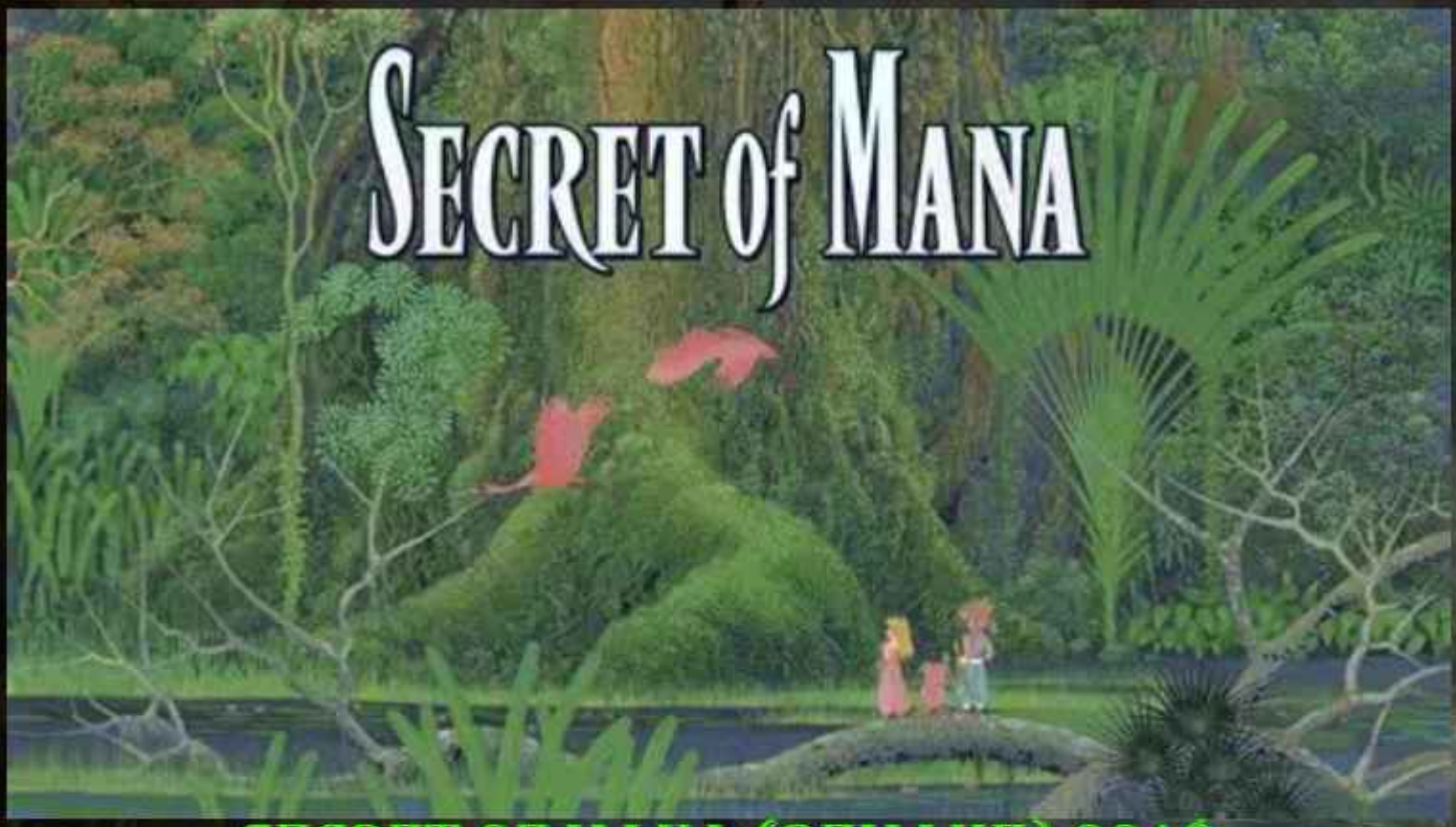
Tons of exciting adventures await in the
COLLECTION of MANA
INCLUDES 3 CLASSIC GAMES
PRE-ORDER THE LIMITED PRINT RUN PHYSICAL EDITION TODAY!
FEATURES A SPECIAL REVERSIBLE INLAY DESIGN
AVAILABLE 27.08.2019
SQUARE ENIX.

The game was given a brand-new official English translation (along with French, German, and Spanish).

Collection of Mana was a celebration of the Mana series of games.

Its release paved the way for the full 3D remake of "Trials of Mana" which launched in 2020, riding on the renewed interest generated by the collection.

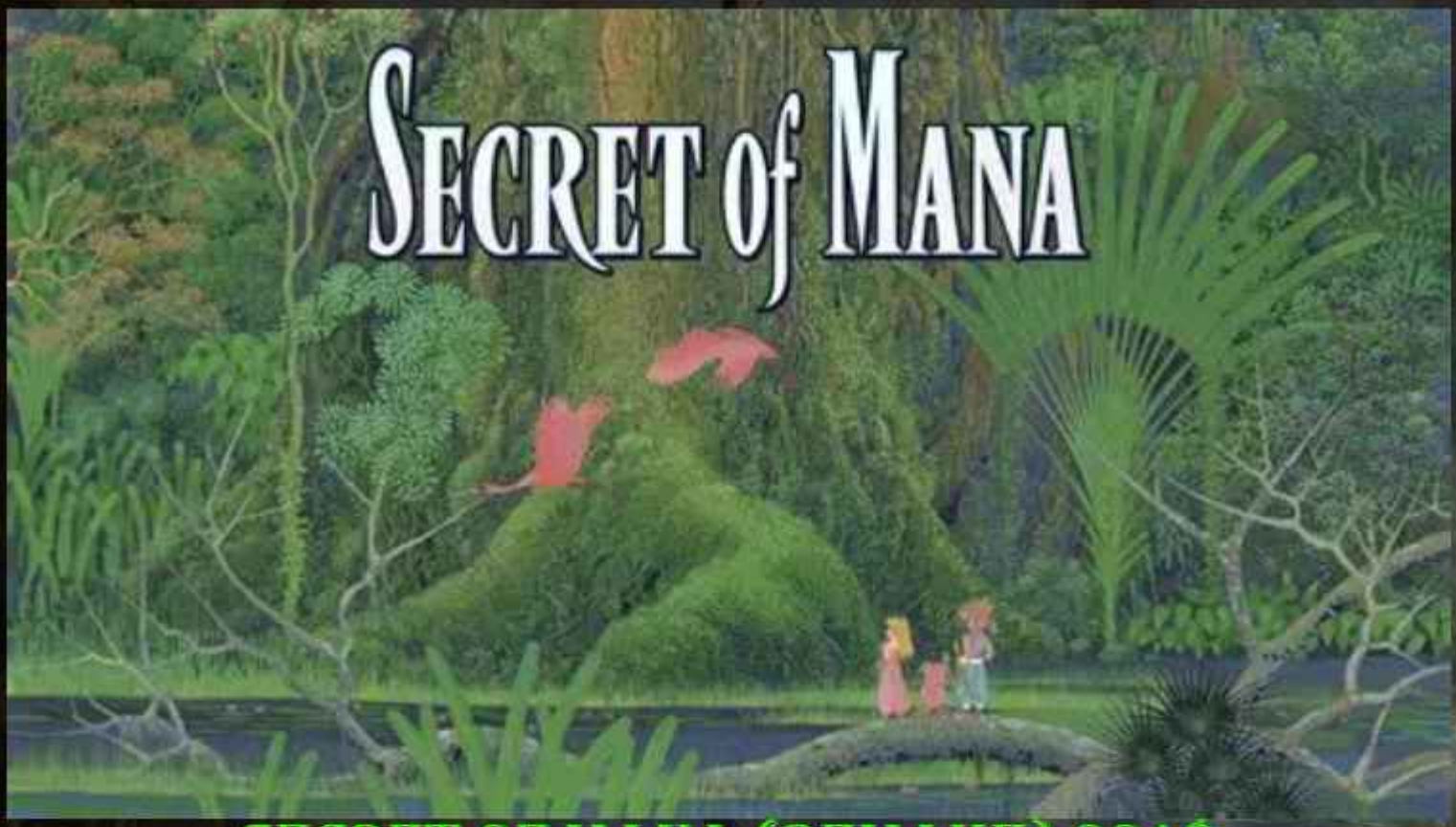
SECRET OF MANIA GAMER



SECRET OF MANA (REMAKE) 2018

"Secret of Mana (remake)," released on February 15, 2018, for PlayStation 4, PlayStation Vita, and PC (via Steam), was a full 3D remake of the highly beloved 1993 Super Nintendo Entertainment System (SNES) classic.

SECRET OF MANIA GAMER

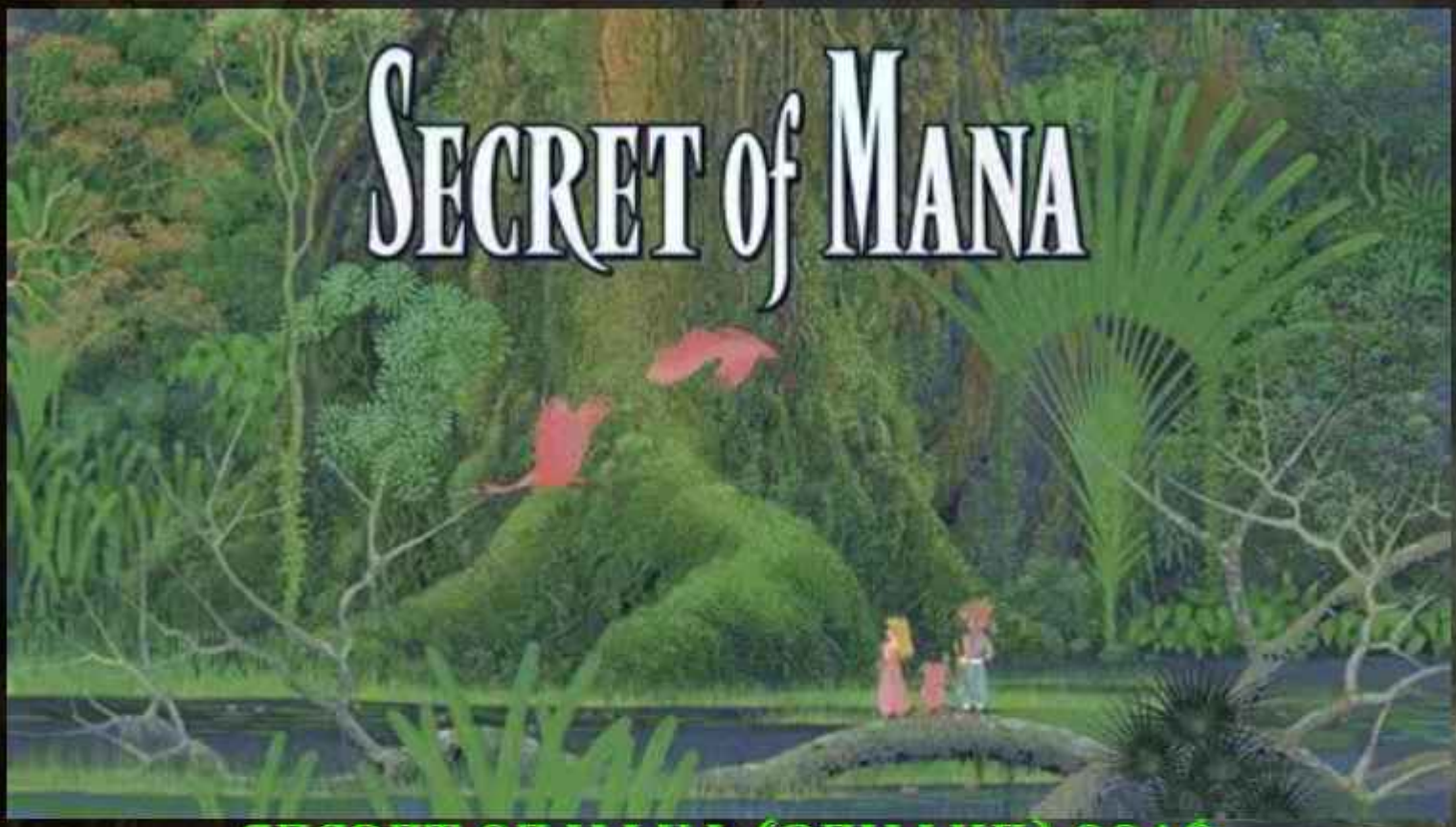


SECRET OF MANA (REMAKE) 2018

Developed by Square Enix, it aimed to bring the iconic action Role Player Game to modern platforms with updated visuals and various quality-of-life improvements.

Unlike "Adventures of Mana" which largely maintained the original's screen-by-screen progression, this "Secret of Mana" remake attempted to fully translate the 2D world into a 3D environment while largely preserving the original's maps, story, and core gameplay mechanics.

SECRET OF MANIA



SECRET OF MANA (REMAKE) 2018

The story remains faithful to the SNES original.

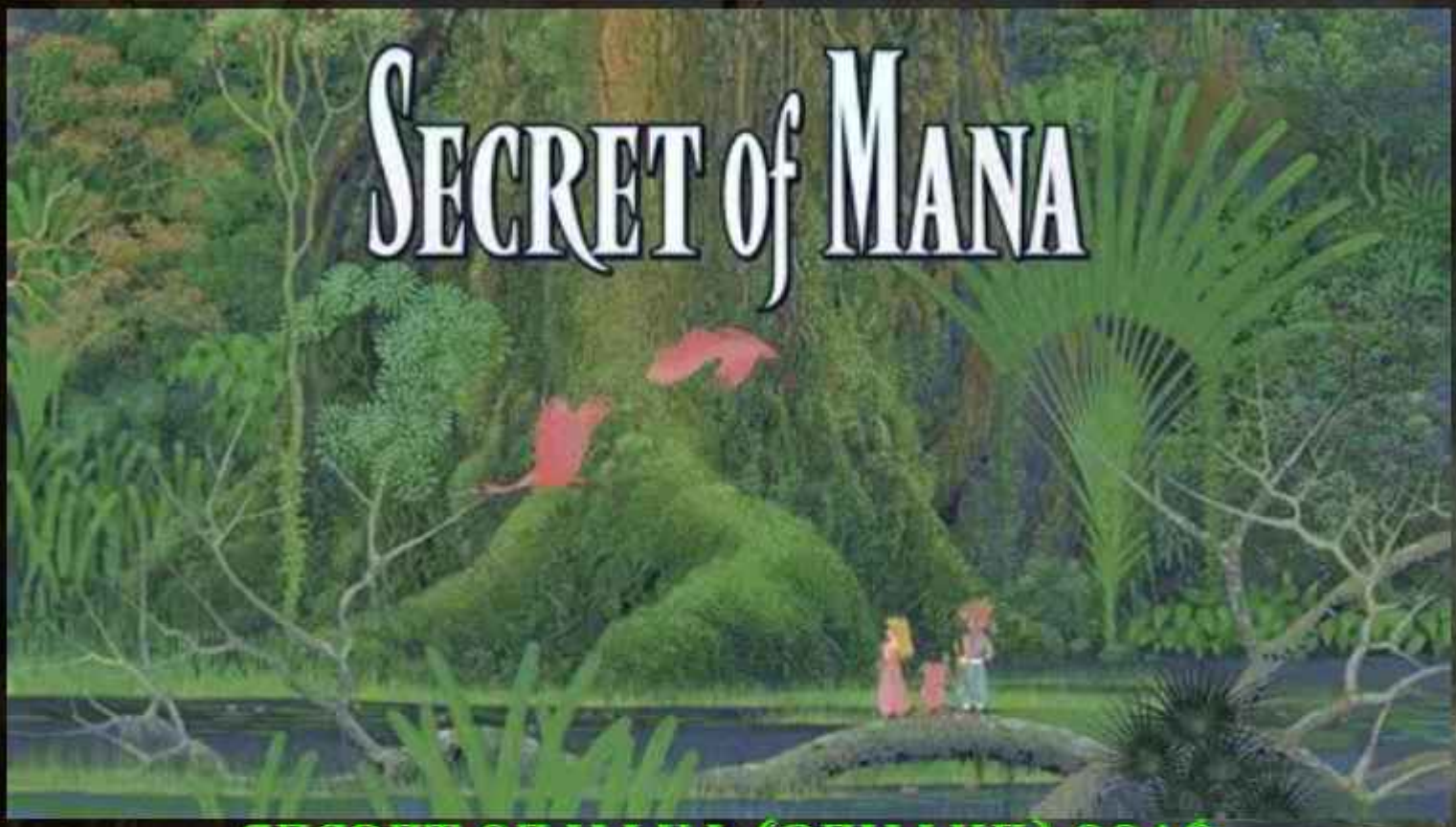
The game retains the real-time action combat from a top-down perspective, but now in a fully 3D environment.

Characters can move and attack in 360 degrees, a departure from the original's 8-directional movement.

A much-requested modern feature, the remake introduced an auto-save system, reducing the frustration of losing progress.

SECRET OF MANIA

GAMER



SECRET OF MANA (REMAKE) 2018

The original game had a strict limit of 4 on how many of each consumable item you could carry.

The remake allowed players to increase this limit to 8 or 12.

"Secret of Mana (remake)" received mixed reviews.

SECRET OF MANIA GAMER

TRIALS OF MANA (REMAKE) 2020

"Trials of Mana (remake)," released on April 24, 2020, for PlayStation 4, Nintendo Switch, and PC (via Steam), was a highly anticipated and generally well-received full 3D remake of the 1995 Super Famicom classic,Seiken Densetsu 3.

"Secret of Mana" remake, this title aimed to address previous criticisms and provide a more polished modern take on a beloved, previously Japan-exclusive Role Playing Game.

This remake was built from the ground up in 3D using the Unreal Engine 4.

SECRET OF MANIA GAMER

TRIALS OF MANA (REMAKE) 2020

"Trials of Mana (remake)," released on April 24,

It faithfully recreated the original game's multiple story-lines, vast world, and complex class system, while significantly modernizing the visuals, combat, and adding new content and quality-of-life features.

Players still choose three heroes.

The chosen main character dictates the primary storyline, a mid-game dungeon, and the final boss, offering high replayability.

Trials of Mana (remake)" received generally positive reviews.

SECRET OF MANIA GAMER

ECHOES OF MANA 2022

"Echoes of Mana," released on April 27, 2022, for iOS and Android, was a free-to-play action Role Playing Game developed by Wright Flyer Studios and published by Square Enix.

Announced as part of the Mana series' 30th Anniversary celebrations, it was a mobile-focused spin-off that served as a cross-over title, bringing together characters from across the entire Mana franchise.

The story revolves around a new protagonist (chosen between a male, Quilto, and female, Quilta, option) who awakens in a mysterious sanctuary.

SECRET OF MANIA

GAMER

ECHOES OF MANA 2022

They are tasked by the Mana Goddess to restore the disappearing Mana Tree and save various "echoes" of past Mana worlds.

This premise allowed the game to feature a vast roster of beloved characters from *Final Fantasy Adventure*, *Secret of Mana*, *Trials of Mana*, *Legend of Mana*, and even more obscure titles like *Children of Mana* and *Dawn of Mana*, creating a grand crossover event.

The core gameplay involved real-time action combat from a top-down perspective, similar to earlier Mana games.

SECRET OF MANIA GAMER

ECHOES OF MANA 2022

Echoes of Mana" received mixed reviews.

It was generally praised for its gorgeous art style, faithful character renditions, nostalgic music, and the fan service of bringing so many beloved characters together.

The core combat loop, while visually appealing, could become repetitive over time, typical of many mobile action Role Playing Games.

Despite achieving four million downloads worldwide during 2022, "Echoes of Mana" had a very short lifespan.

SECRET OF MANIA GAMER

ECHOES OF MANA 2022

Square Enix announced its discontinuation in February 2023, and the service officially ended on May 15, 2023 barely a year after its global launch.

The developers cited difficulties in maintaining the app experience as the reason for the shutdown.

"Echoes of Mana" stands as another example of Square Enix's attempts to tap into the mobile free-to-play market with its established franchises.

SECRET OF MANIA GAMER

VISIONS OF MANA 2024

"Visions of Mana," released on August 29, 2024, for PlayStation 4, PlayStation 5, Xbox Series X|S, and PC (via Steam and Windows), is a monumental entry as it's the first new mainline Mana game in over 15 years (excluding remakes and mobile spin-offs).

It aims to recapture the classic action Role Playing Game feel of the series while bringing it into a full 3D modern era.

The game is set in a vibrant world governed by the flow of Mana.

SECRET OF MANIA GAMER

VISIONS OF MANA 2024

The protagonist is Val, a young swordsman from the Fire Village of Tianeea.

When his childhood friend, Hinna, is chosen as the new Alm of Fire, Val takes on the role of her "Soul Guard," accompanying her on this perilous journey.

Their adventure takes them across diverse lands, encountering other Alms and companions, as they face the various threats that seek to disrupt the sacred pilgrimage and understand the true meaning of their roles.

SECRET OF MANIA GAMER

VISIONS OF MANA 2024

The story aims to be a compelling, self-contained narrative that is accessible to newcomers while still retaining the emotional depth and themes of sacrifice characteristic of the Mana series.

"Visions of Mana" features a fully 3D action combat system.

Players directly control one of their three party members, seamlessly switching between them to utilize their unique skills and elemental affinities.

Visions of Mana has received generally positive reviews.

SECRET OF MANIA GAMER

VISIONS OF MANA 2024

The combat is fluid, allowing for combos using light and heavy attacks, as well as evasive maneuvers like dodging and jumping, even enabling aerial combat for certain characters and attacks.

A core mechanic revolves around "Elemental Vessels," mystical artifacts infused with the power of the elemental spirits.

Equipping a Vessel to a character changes their class and their appearance, granting them new combat abilities and spells associated with that element.